



1/15

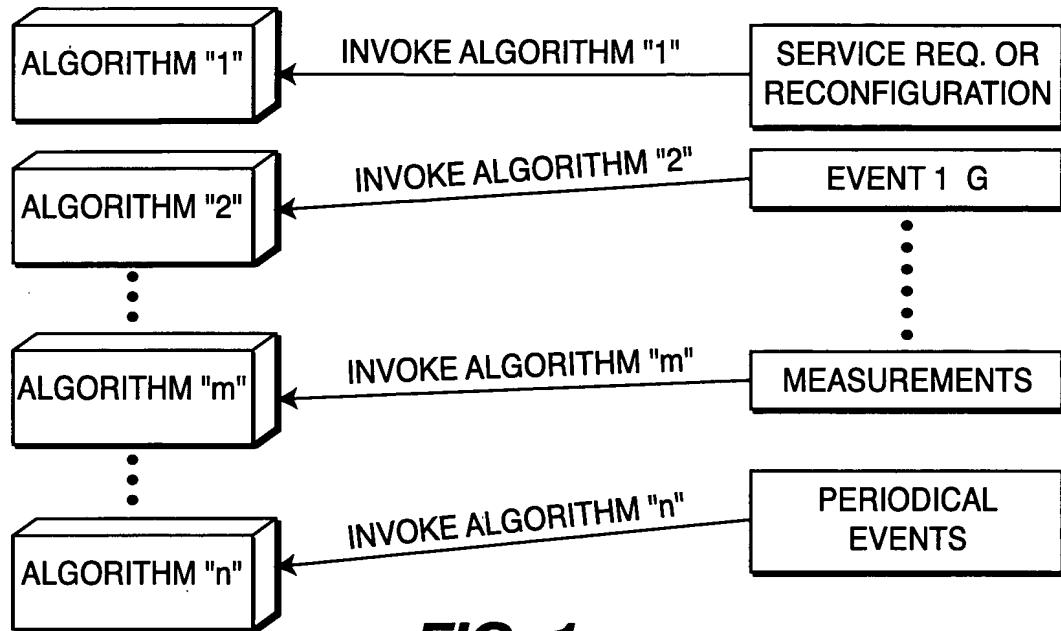


FIG. 1
PRIOR ART

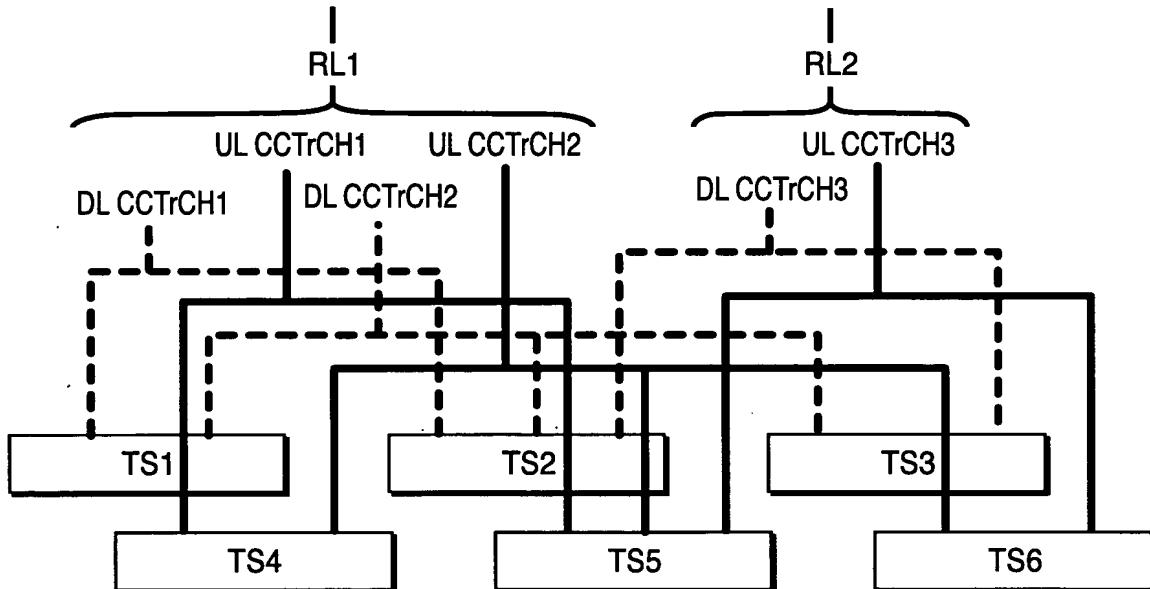


FIG. 8

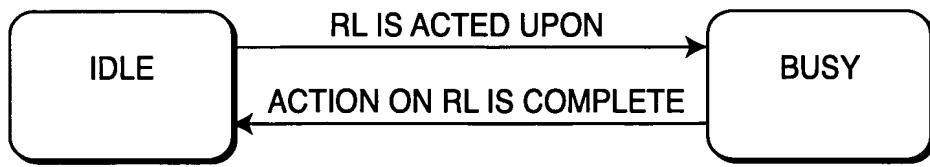


FIG. 11

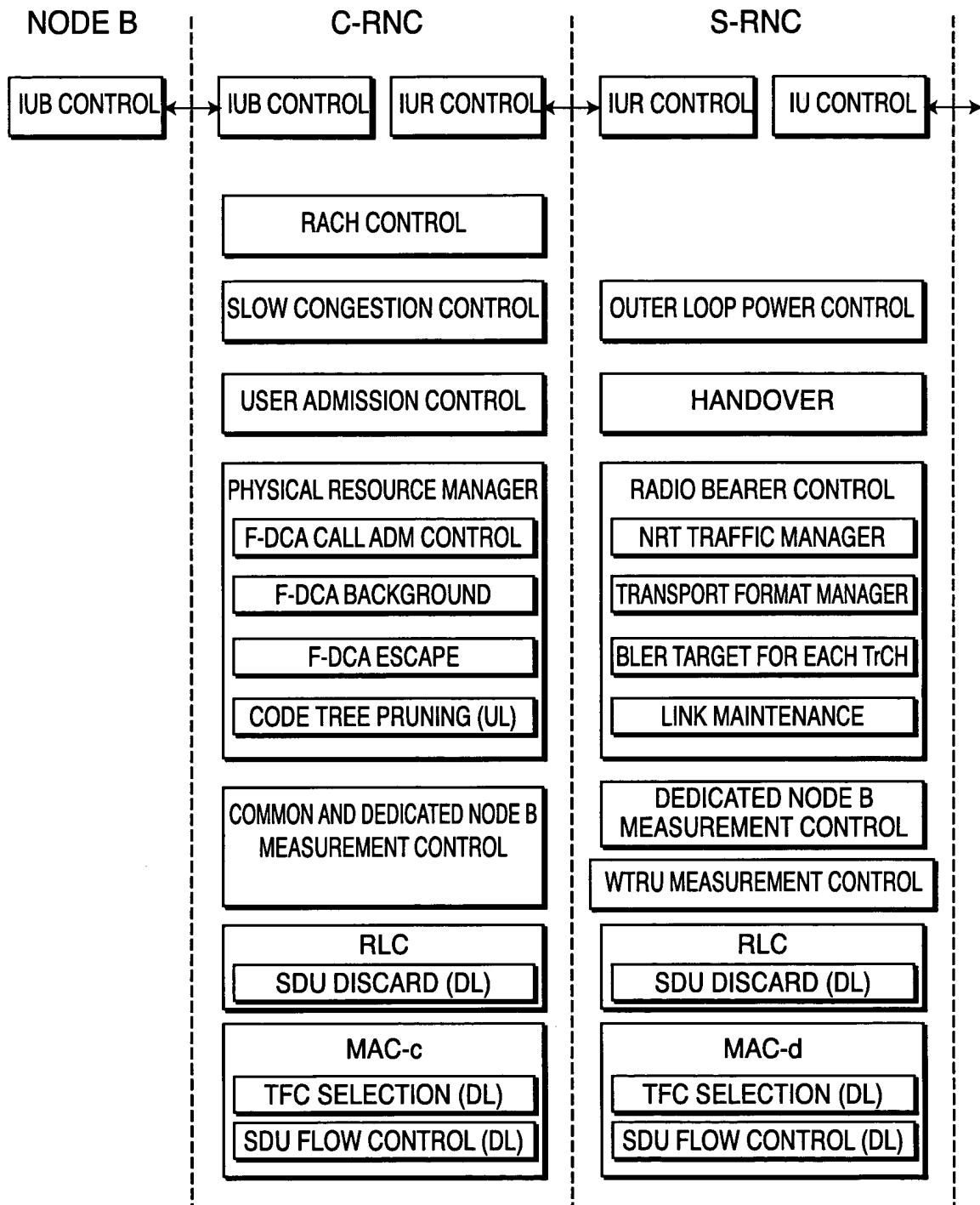


FIG. 2
PRIOR ART

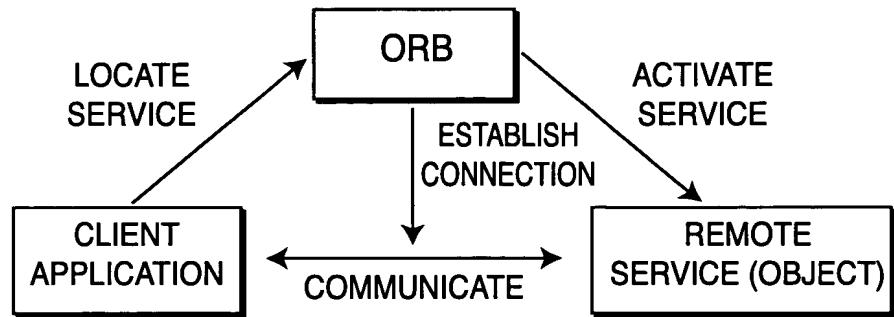
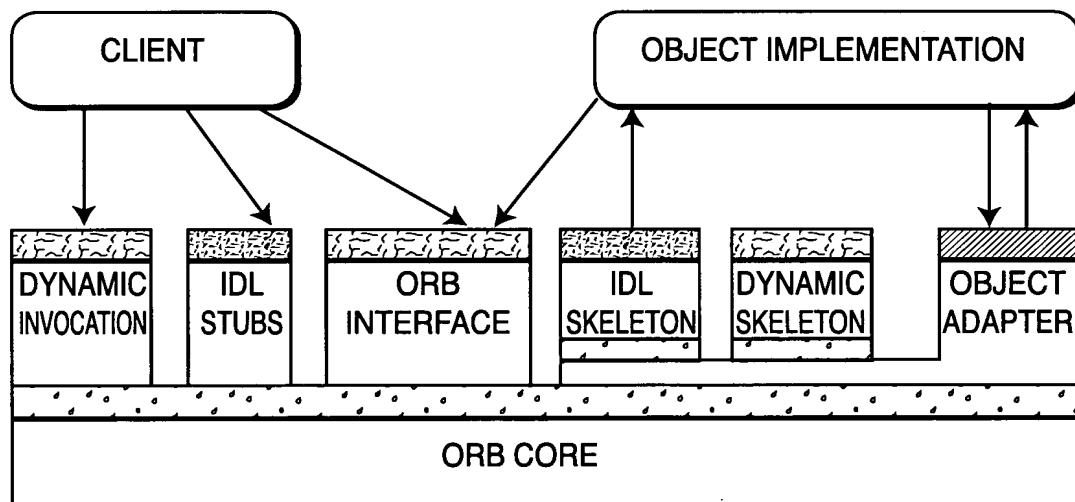


FIG. 3
PRIOR ART



-  INTERFACE IDENTICAL FOR ALL ORB IMPLEMENTATIONS
-  THERE MAY BE MULTIPLE OBJECT ADAPTERS
-  STUBS AND SKELETONS FOR EACH OBJECT TYPE
-  ORB DEPENDENT INTERFACE

FIG. 4
PRIOR ART

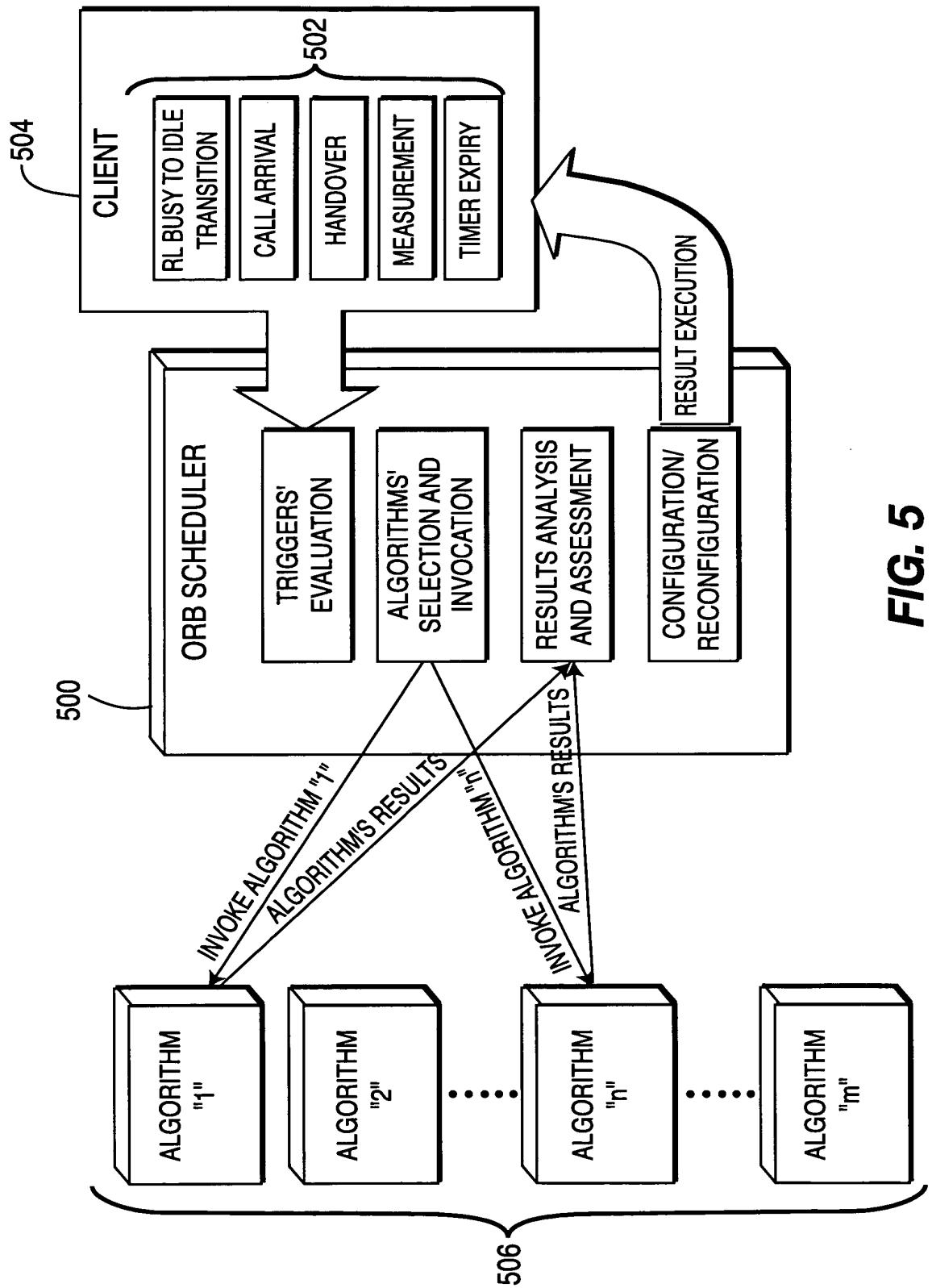
**FIG. 5**

FIG. 6

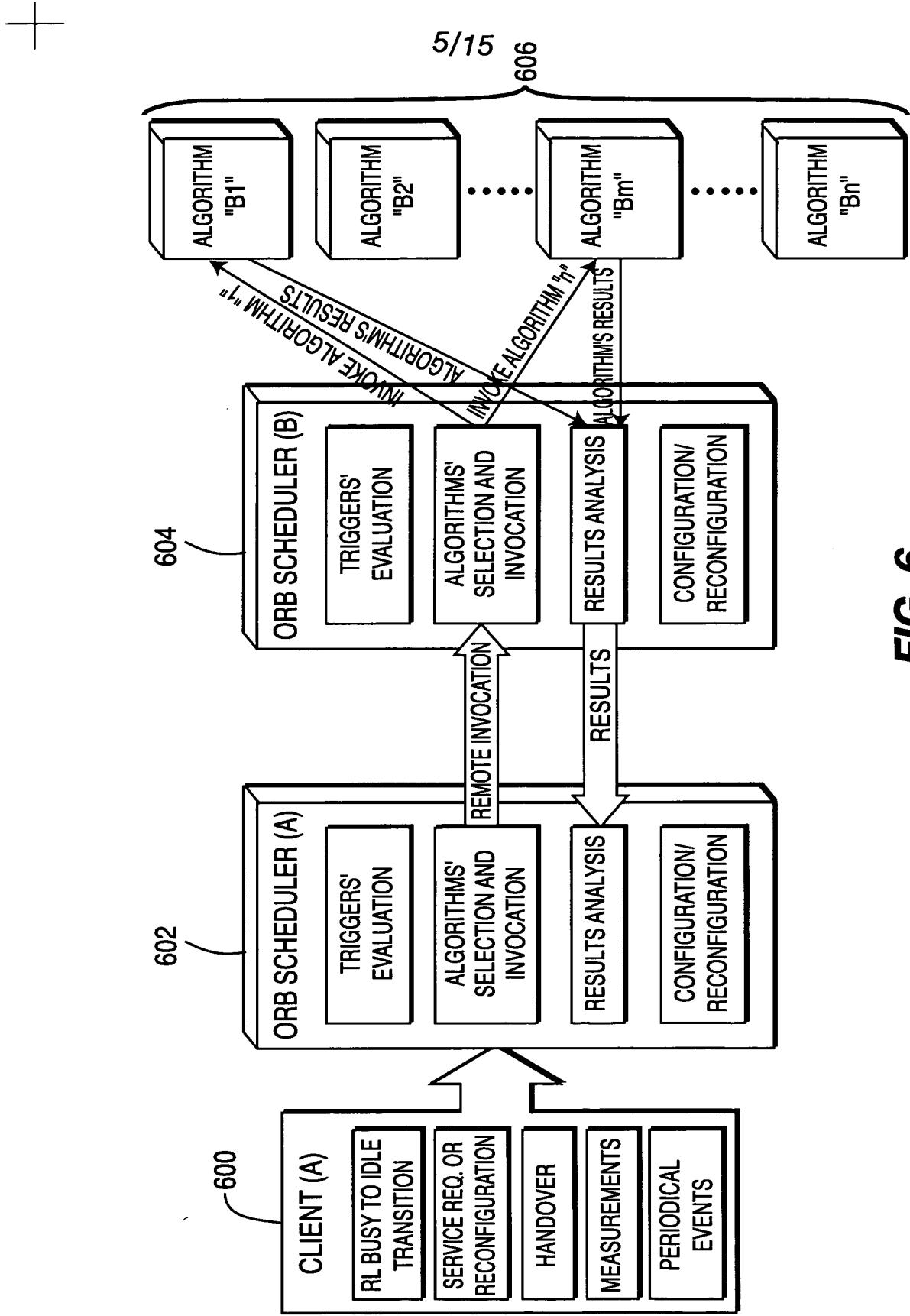
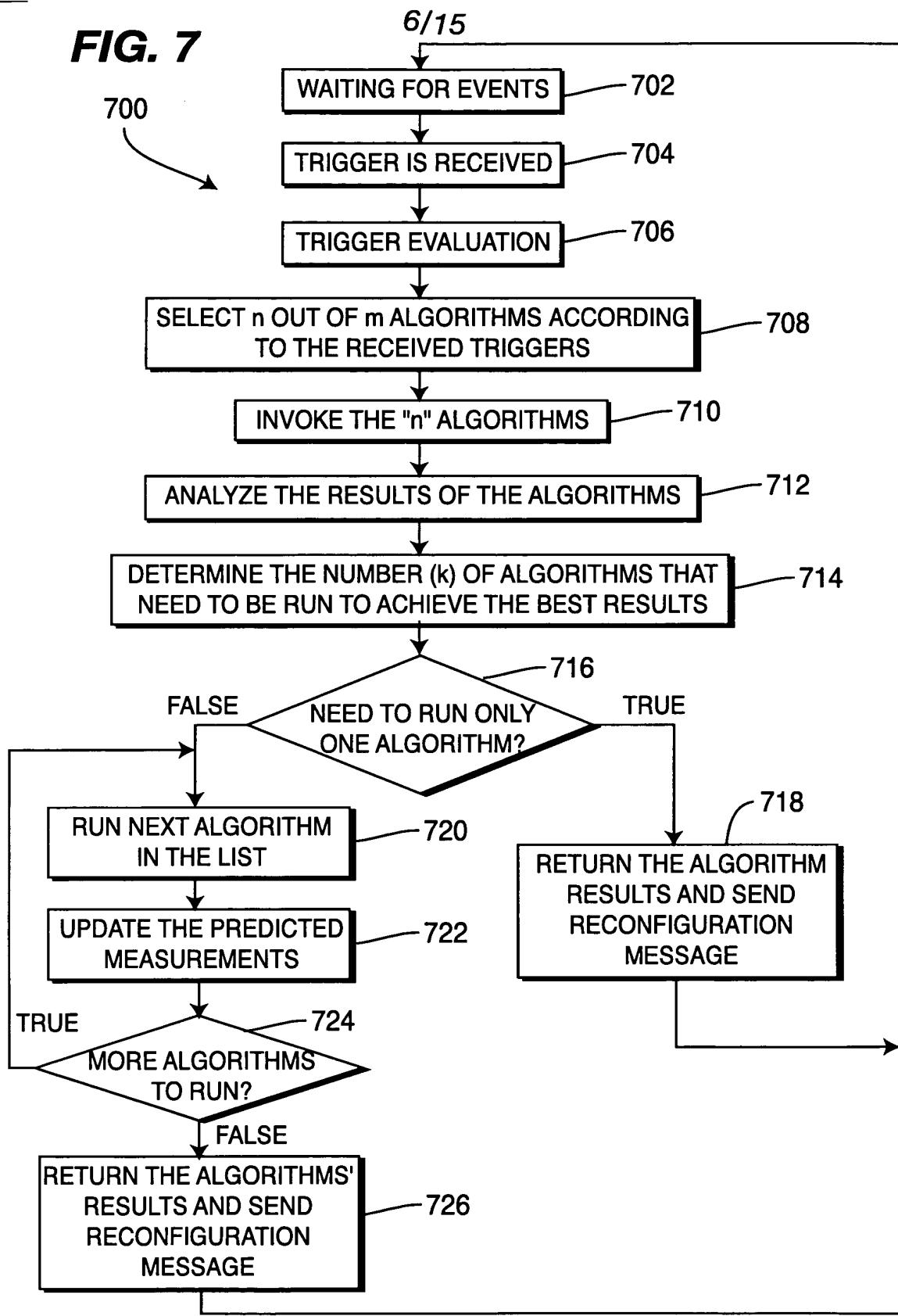


FIG. 7



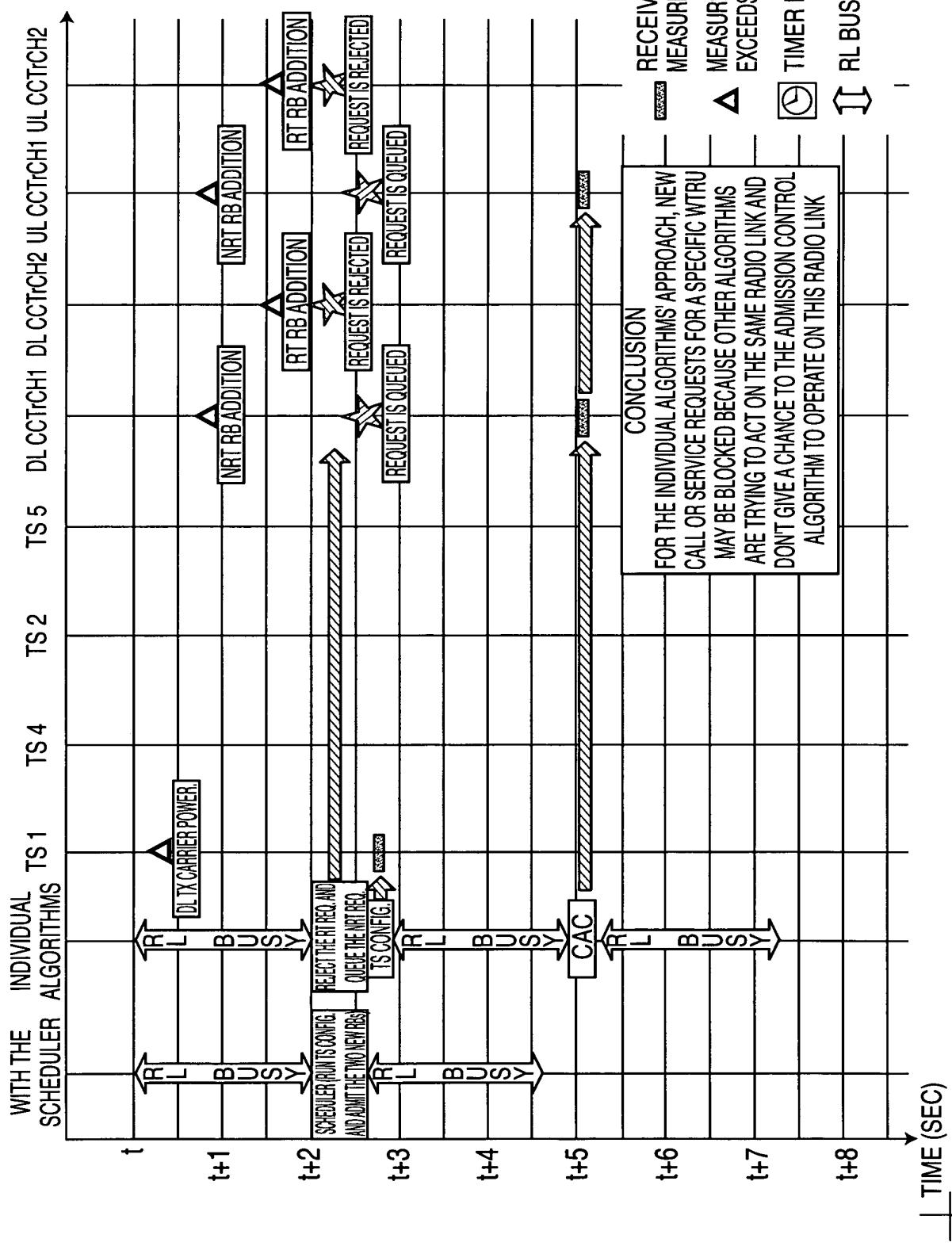
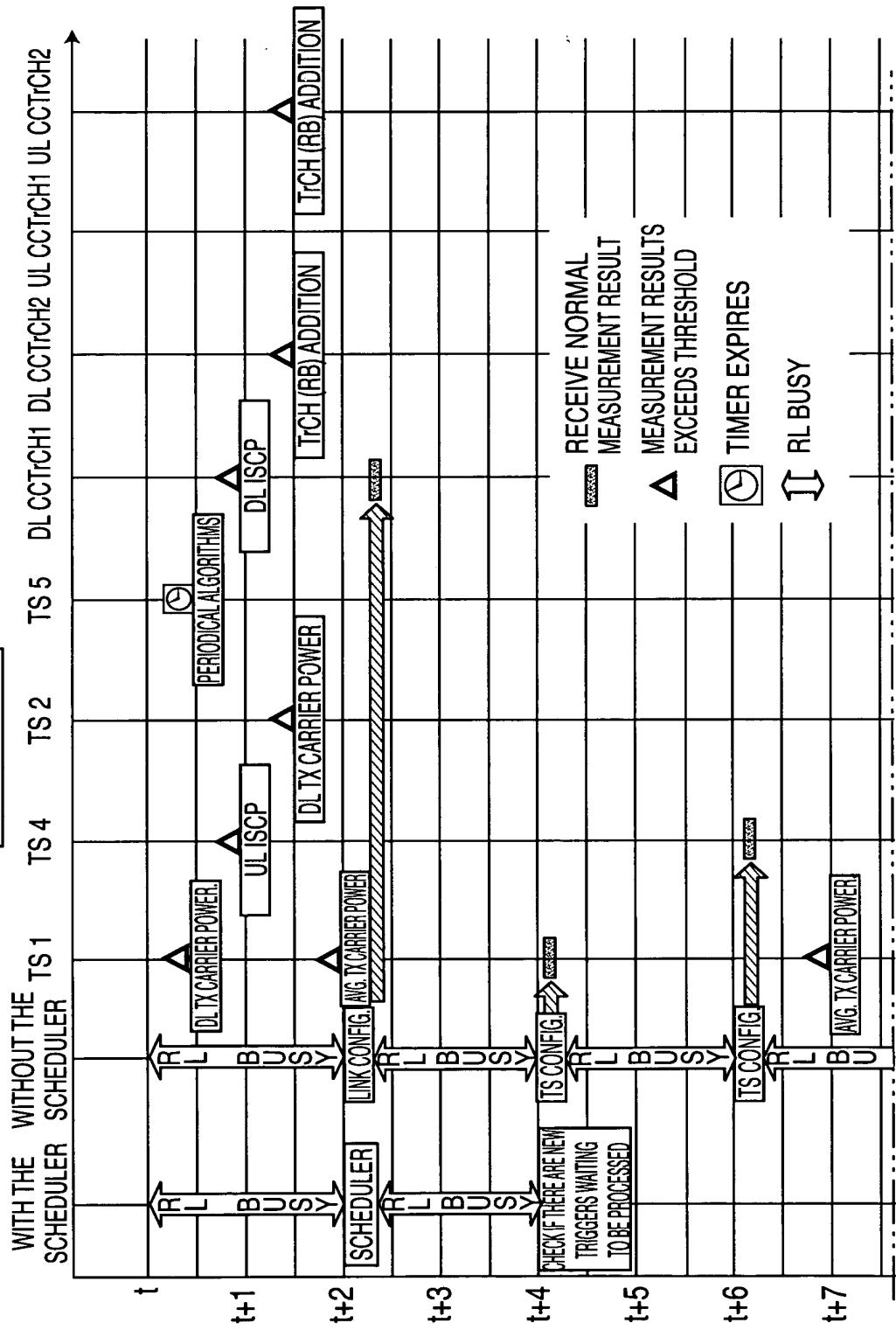


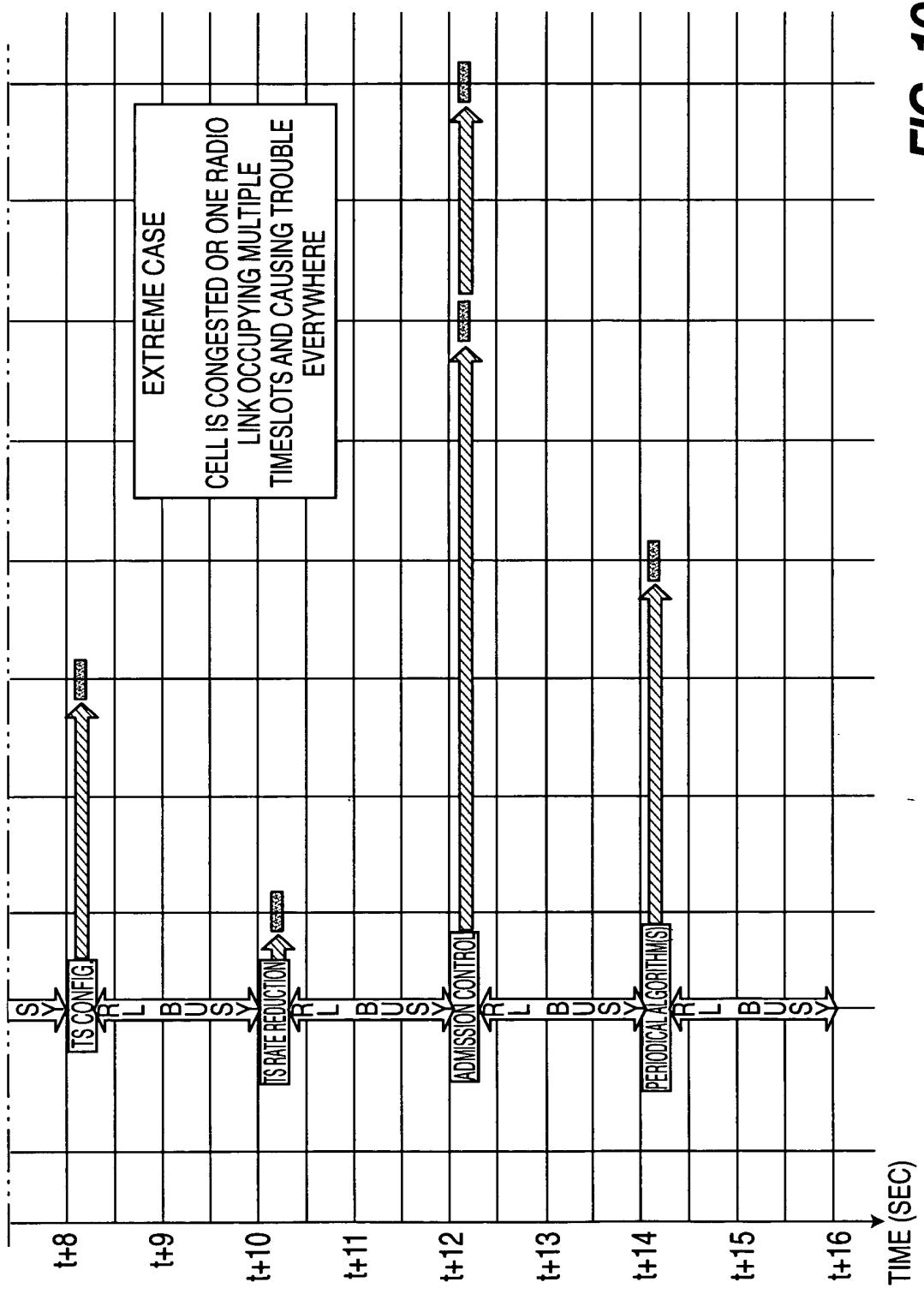
FIG. 9

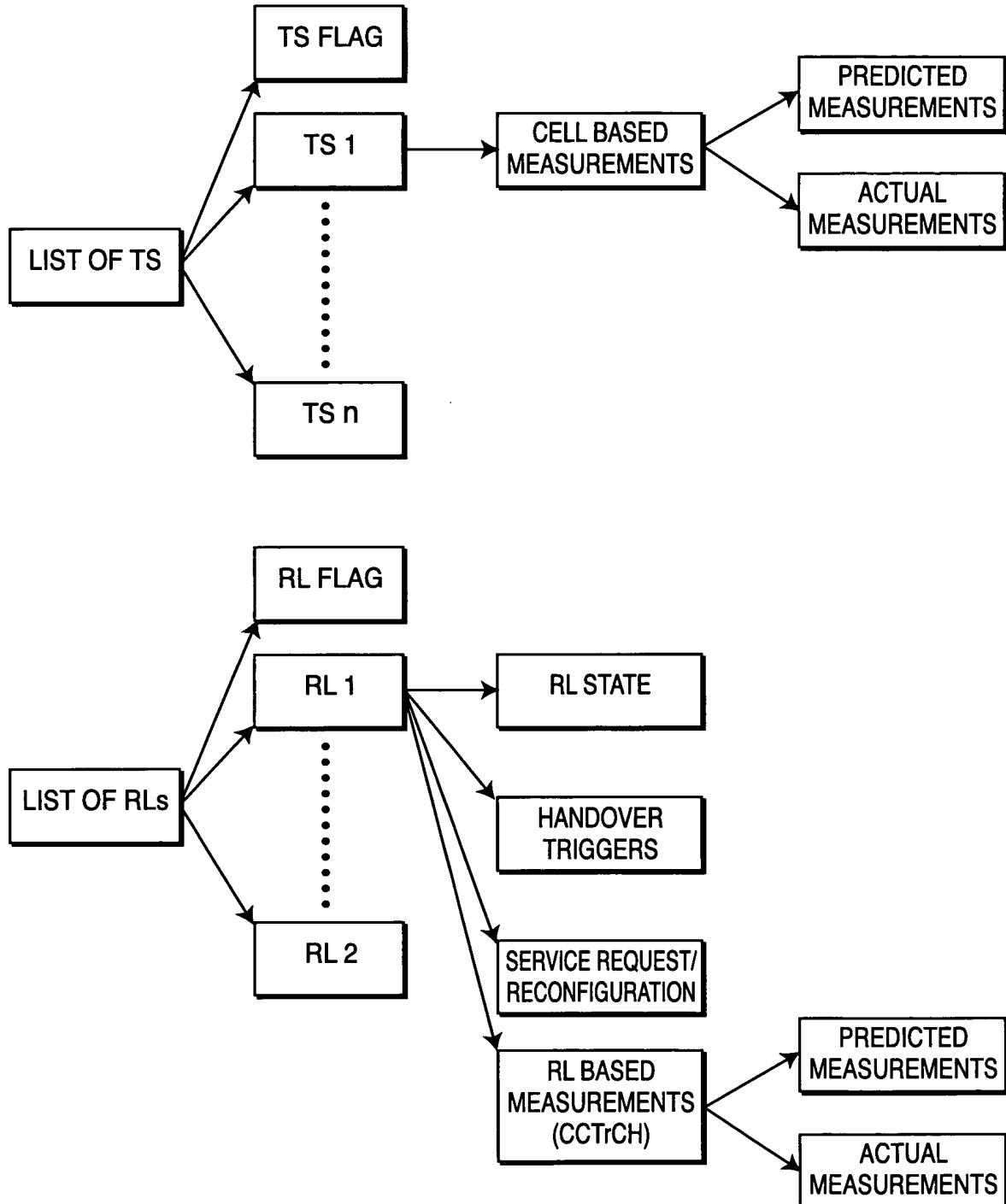
FIG. 10

FIG. 10A
FIG. 10B

FIG. 10A



**FIG. 10B**

**FIG. 12**

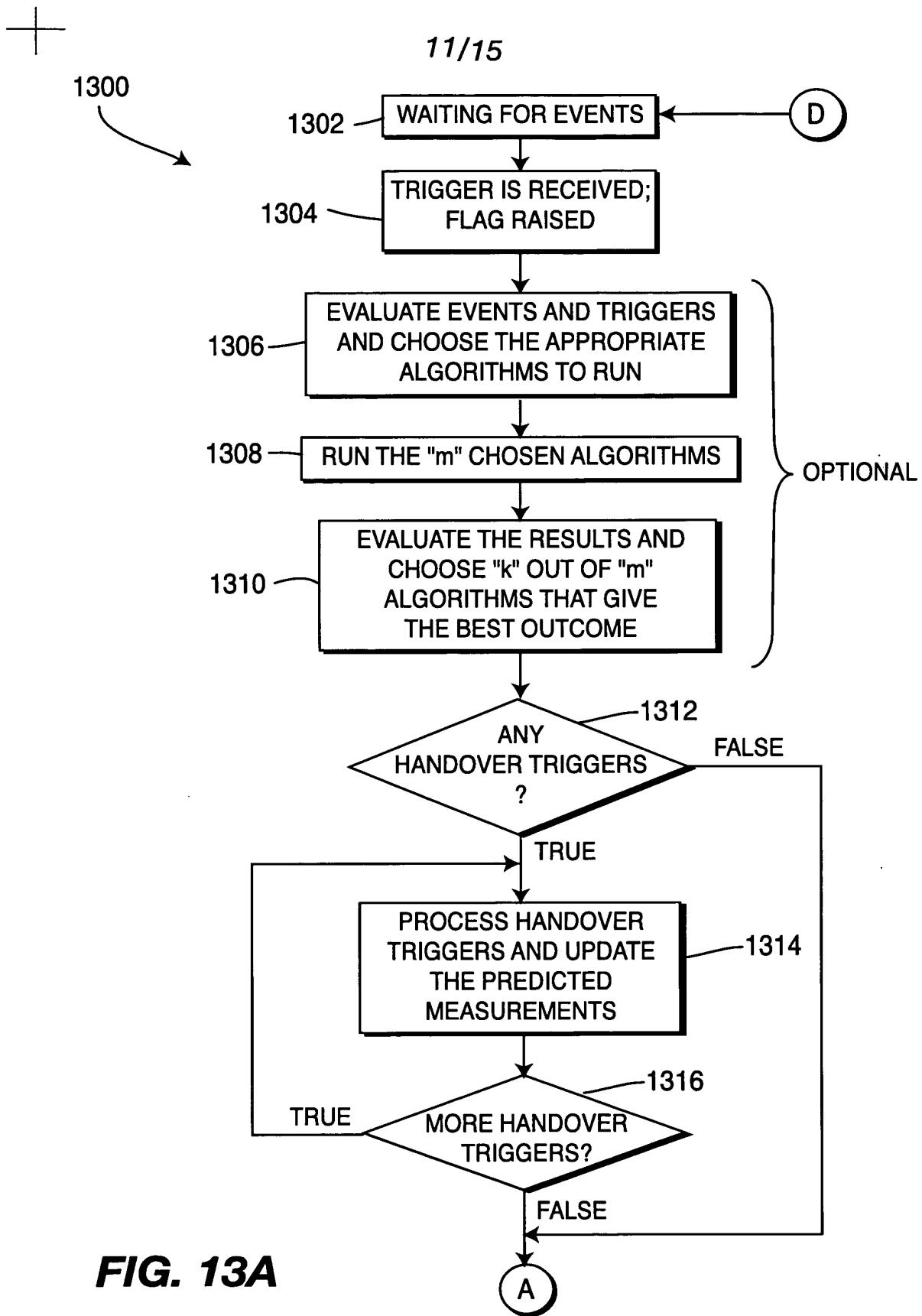


FIG. 13A

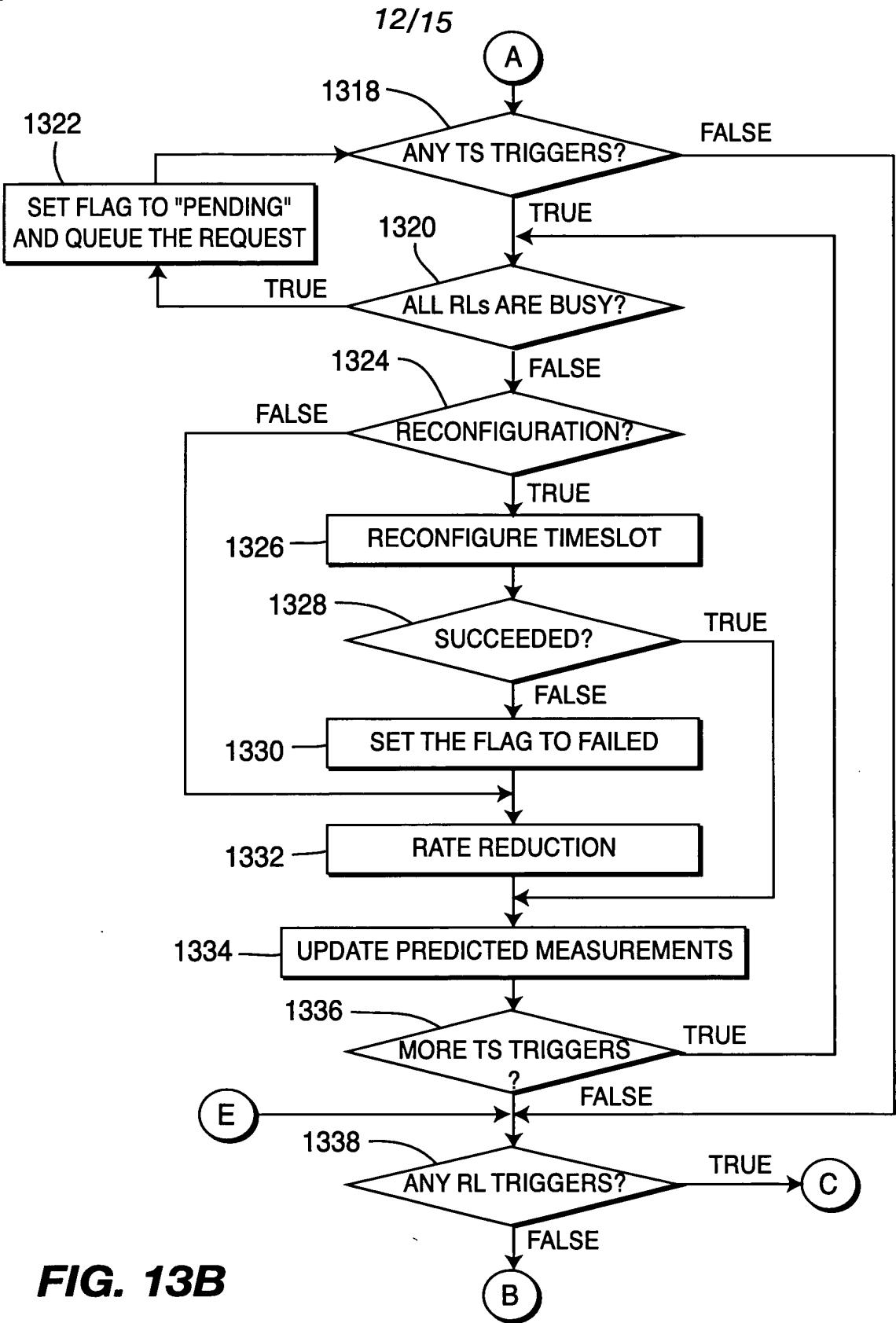
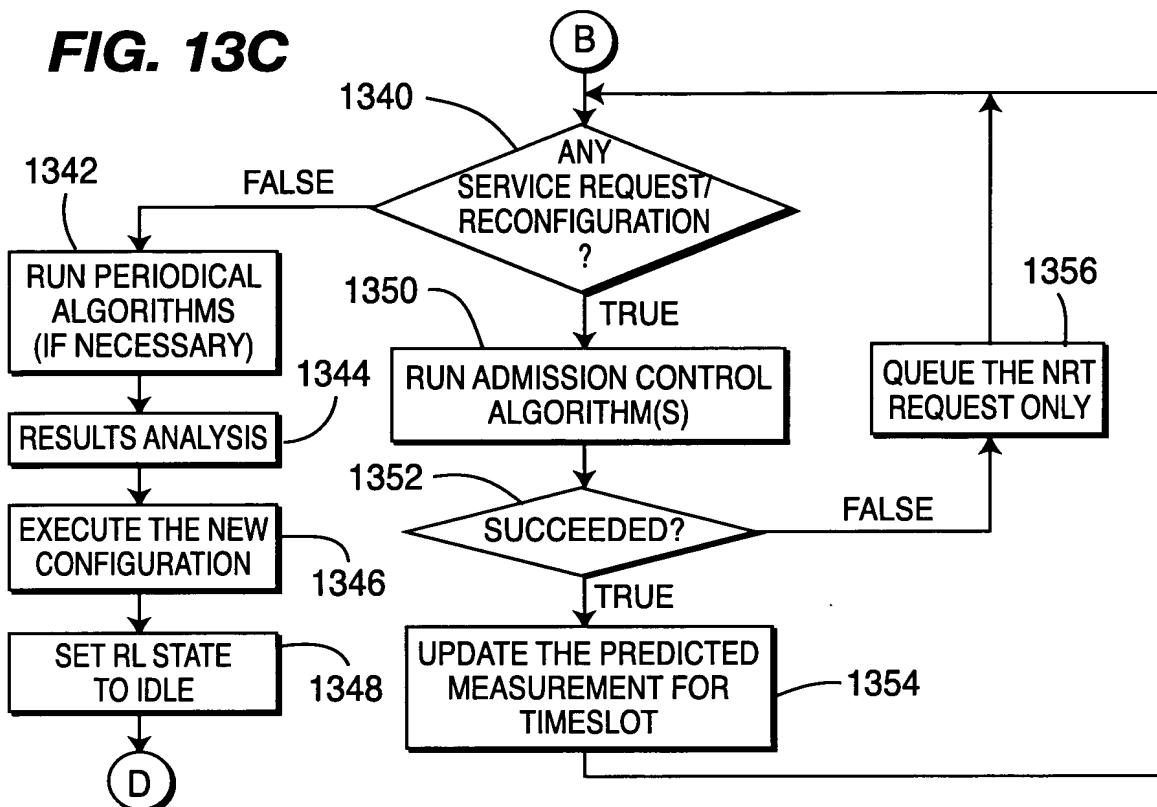
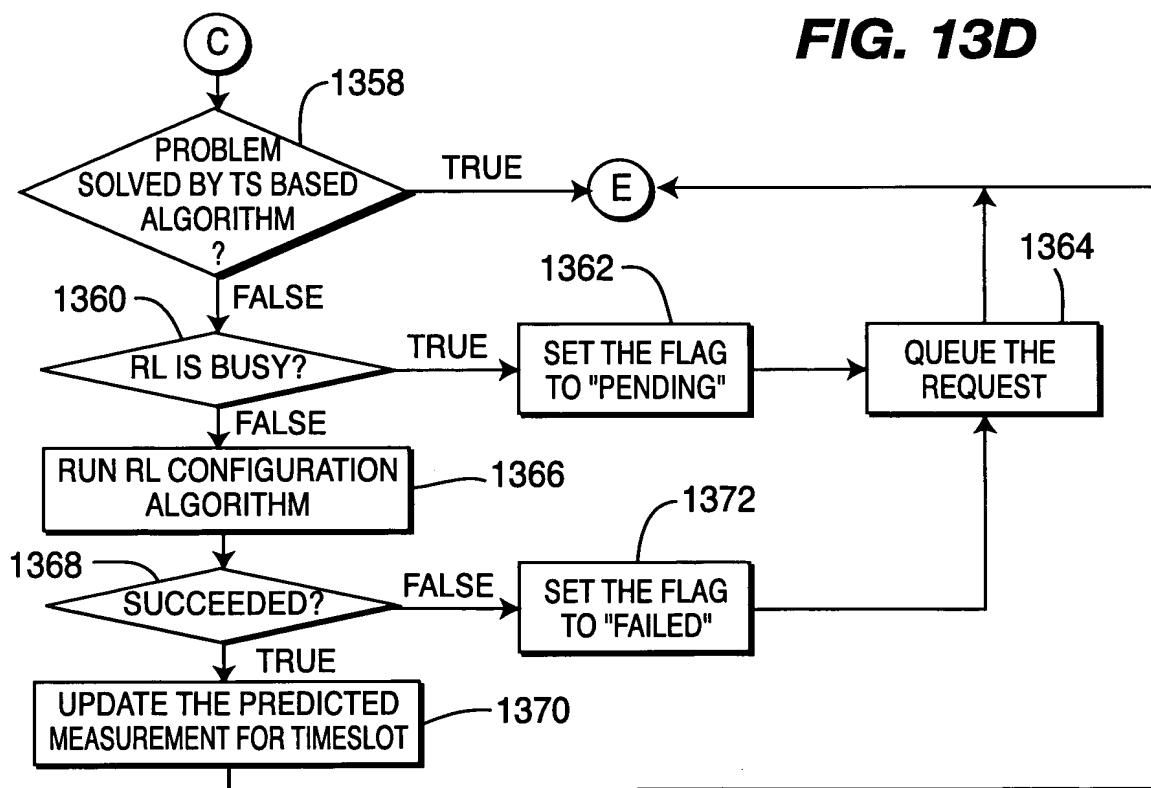
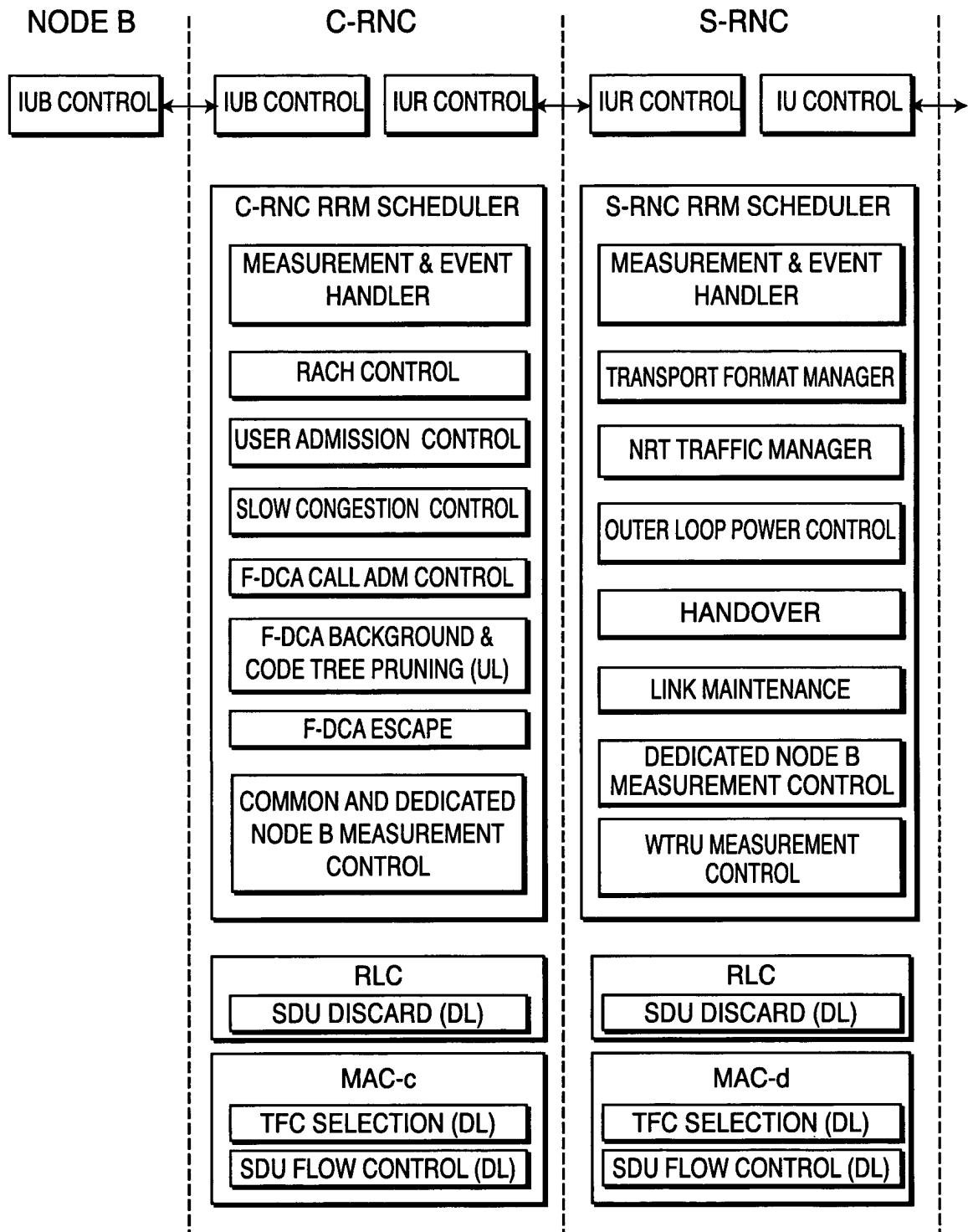
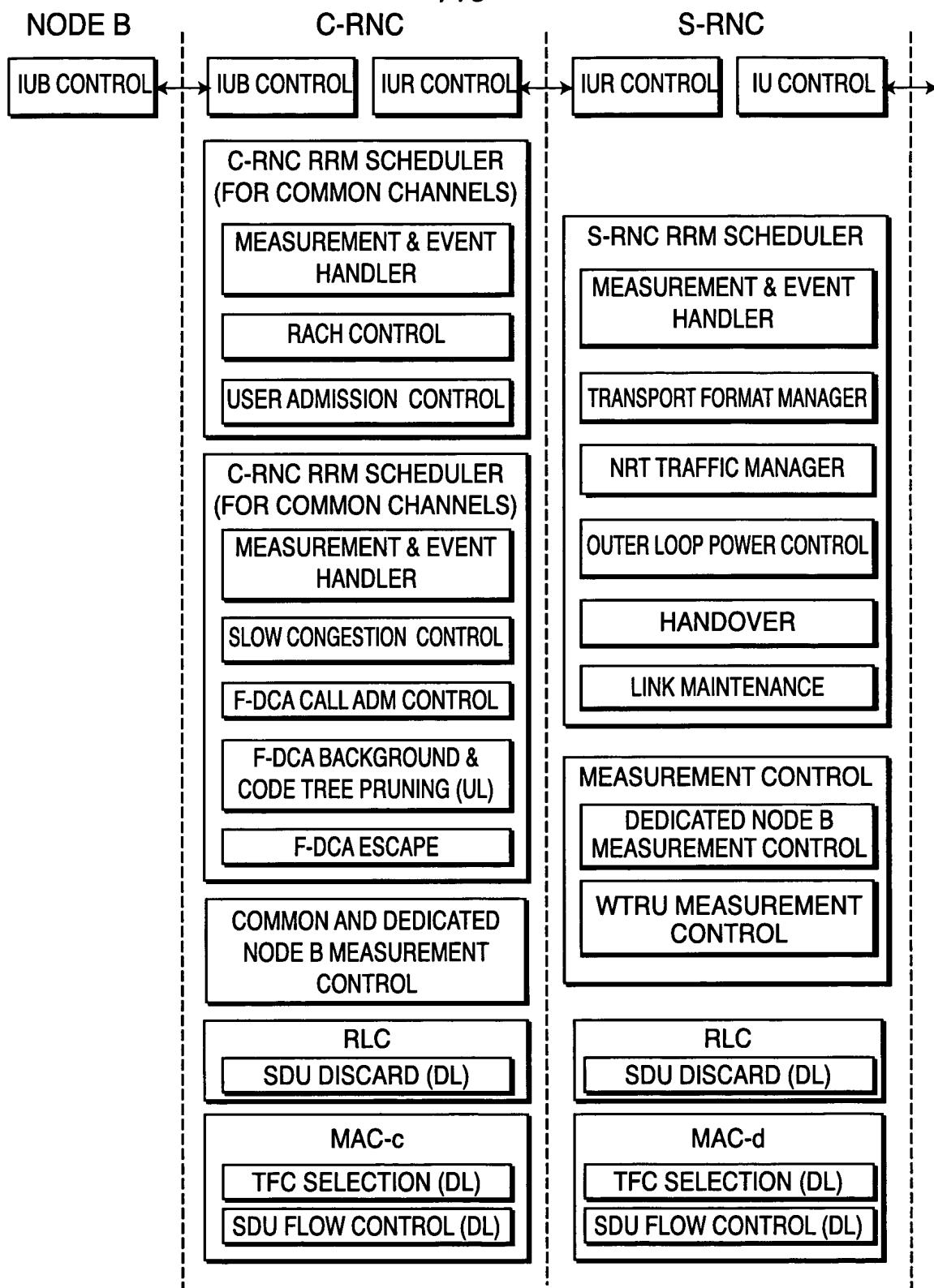


FIG. 13B

FIG. 13C**FIG. 13D**

**FIG. 14**

**FIG. 15**